

79398

## Assessment Guidelines for TABLE A-VI/2- 1

Specification for minimum standard of competency in Proficiency in Survival Craft

USCG-2000-7288-2

### Proficiency in Survival Craft Skill Demonstrations

#### Skills that must be demonstrated:

1. Give correct commands for launching and boarding a survival craft
2. Prepare and safely launch a survival craft
3. Safely recover survival craft
4. Start and operate a survival craft engine
5. Steer (command) a survival craft under oars
6. Row a survival craft
7. Use of survival craft equipment
8. Rig devices to aid location

REPT OF TRAINING  
TABLE A-VI/2-1  
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Knowledge based **competencies** may be assessed through a written multiple-choice examination. The student must achieve a minimum-passing grade of 70%.

#### Skill demonstrations

As part of an approved Proficiency in Survival Craft course, students must meet the standards of competence set out in STCW Code Table A-VI/2-1. Each student must perform each required demonstration.

Using actual equipment, students must correctly demonstrate the skills listed above. The students will demonstrate his or her ability to steer (command) a lifeboat under oars and carry out rowing commands in a survival craft. Students steering the lifeboat will demonstrate getting underway, steering a straight course, turning to port in the shortest possible distance, turning to starboard in the shortest distance, stopping, and going astern while steering as straight a course as possible using both rudder and oars. For candidates for proficiency in survival craft other than fast rescue boats who serve on vessels that don't carry lifeboats, the assessment criteria should be modified as required to evaluate the launch, operation and recovery of rescue boats. The certificate issued will be restricted to service on vessels that are not required to carry lifeboats.

The examiner should use a checklist in conducting assessments of practical demonstrations of skill. Checklists allow a training institution or designated examiner to ensure that critical tasks are not overlooked when evaluating a student's practical demonstration. Assessment guidelines establish the conditions under which the assessment will occur, the performance or behavior the student is to accomplish, and the standards against which the performance is measured. As a convenience, sample checklists are provided for some of the required practical demonstrations.

Checklists were developed for skills that required the performance of numerous tasks in proper sequence. Checklists for less complex skills have not been developed. However, training institutions and designated examiners will want to develop their own checklists for use in the assessments. Students either pass or fail the assessment in accordance with the checklists attached.

#### Oar Commands

Each student commanding a lifeboat will use the commands listed in Checklist 5. Each student rowing a lifeboat will carry out the commands listed in Checklist 6.

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### 1. DEMONSTRATION: Give correct commands for launching and boarding a survival craft

*Given a lifeboat properly stowed on a gravity **davit** system, when hearing the abandon ship signal or the order to lower the lifeboat, the student will give the correct commands to launch the boat.*

Following each performance objective is the same expression in a columnar format:

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor-1 Date
Command launching the lifeboat	Using a lifeboat properly stowed on gravity <b>davits</b> ,	When hearing an abandon ship signal or the order in English to lower the lifeboat, the student will command launching the boat.	<ol style="list-style-type: none"><li>1. Commands are issued in proper sequence.</li><li>2. All tasks to launch the boat are verified.</li><li>3. The boat is launched in ten minutes.</li></ol>	

If the student properly carries out all the tasks listed, and launches the lifeboat in ten minutes, he or she passes. If the student fails to properly carry out any task, or fails to launch the boat in ten minutes, the student fails the practical examination. If the student fails, he or she should receive remedial training and be examined again.

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### 2. DEMONSTRATION: Prepare and safely launch a survival craft

*Given a lifeboat properly stowed on a gravity **davit** system, when given orders to perform **tasks** necessary to prepare and launch a lifeboat, the student will correctly perform the **tasks**.*

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Launch the lifeboat	Using a lifeboat properly stowed on gravity <b>davits</b> ,	<p>The student will perform the following tasks:</p> <ol style="list-style-type: none"> <li>1. Ready the boat to launch;</li> <li>2. Pass the sea painter;</li> <li>3. Secure sea painter;</li> <li>4. Attend the <b>frapping</b> lines;</li> <li>5. Release <b>tricing</b> pendants; and,</li> <li>6. Operate winch and brake.</li> </ol>	<ol style="list-style-type: none"> <li>1. Remove boat cover and strong backs; plug drain; ready man ropes; ship tiller; check painter is secure to thwart; and remove gripes.</li> <li>2. Lead painter inside falls; and outboard of all obstructions.</li> <li>3. Remove slack; and secure well forward by a round turn and figure eights on the bitts.</li> <li>4. Pass <b>frapping</b> lines around falls after the <b>tricing</b> pendants pull boat into side of the ship; slack as ordered during the boat's decent.</li> <li>5. On command, let go <b>tricing</b> pendants.</li> <li>6. On command, lift brake release and lower boat.</li> </ol>	

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### 3. DEMONSTRATION: Safely recover survival craft

*Given a lifeboat in the water, the student will command bringing the **lifeboat** under the falls, hooking the boat to the falls, raising the boat to the embarkation deck, raising the boat to its stowed position, and securing the boat.*

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Safely recover a lifeboat	Using a lifeboat in the water,	the student will command: 1. bringing the lifeboat under the falls; 2. hooking the boat to the falls; 3. raising the boat to the embarkation deck; 4. raising the boat to its stowed position; and, 5. securing the boat.	1. Commands are issued in proper sequence. 2. All tasks needed to recover the boat are verified. 3. The boat is recovered and secured within 15 minutes.	

### 4. DEMONSTRATION: Start and operate a survival craft engine

*Given a **lifeboat** equipped with an inboard engine, the student will start and operate the engine.*

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Start and operate a lifeboat engine	In a lifeboat equipped with an inboard engine,	the student will start and operate the lifeboat engine.	1. The oil and cooling water levels are in accordance with manufacturer's recommendation 2. Actions taken to start the engine are in accordance with operator's manual for the type of engine, hand crank, electric, or hydraulic; and, 3. The engine is operated in forward, neutral and reverse.	

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### 5. DEMONSTRATION: Steer (command) a survival craft under oars

*Given a lifeboat in the water, the student will get underway, steer a straight course by lifeboat compass, turn to port and starboard in the shortest possible distance, stop, and go astern while steering as straight as course a possible using both rudder and oars.*

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Steer (command) a survival craft under oars	In a lifeboat in the water,	the student will: 1. get the boat underway; 2. steer a course by LB compass; 3. turn to port; 4. turn to starboard; 5. stop; and 6. go astern.	1. Commands are issued in proper sequence. 2. Straight courses are $\pm 6^\circ$ of direction given by examiner. 3. Oarsmen carry out commands together	

### 6. DEMONSTRATION: Row a survival craft

*Given a lifeboat in the water, the student will carry out oar commands to row a lifeboat.*

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Row a lifeboat	In a lifeboat in the water,	the student will respond correctly to the following commands: 1. Stand by the oars; 2. Out oars; 3. Stand by to give way; 4. Give way 5. Oars; 6. Hold water; 7. Back water; 8. Way enough; and, 9. Boat the oars.	1. Actions in response to the commands are correct. 2. The oarsmen carry out the actions in response to commands together.	

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### 7. DEMONSTRATION: Use of survival craft equipment

*Given a SOLAS approved lifeboat, the student will demonstrate the correct use of the lifeboat equipment.*



Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Use survival craft equipment	Using a SOLAS approved lifeboat,	the student will demonstrate the correct use of the following equipment: 1. Bilge pump; 2. Rainwater collection device;  3. Sea Anchor; and,  4. Thermal Protective Aids.	1. The bilge pump is readied for pumping.  2. The rain water collection device is correctly deployed. 3. The deployment of the sea anchor is simulated. 4. A TPA is correctly donned.	

### 8. DEMONSTRATION: Rig devices to aid the location of a lifeboat

*Given a lifeboat radar reflector, the student will correctly rig the lifeboat radar **reflector** and position the **SART**.*

Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard	Assessor/ Date
Rig devices to aid location	Given a survival craft radar reflector and a SART,	the student will correctly rig the following devices to aid location: 1. The boat's radar reflector; and, 2. The survival craft SART.	1. The radar reflector is rigged to maximize its radar return.  2. The SART is positioned to maximize its signal output.	

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<b>Checklist 1. Give correct commands for launching a survival craft</b>	<i>PASS</i>	<i>FAIL</i>
<b>Muster crew and verify boat assignment.</b>		
1. Verify individuals know their tasks as identified in the station bill.	cl	cl
2. Reassign tasks as necessary for missing or injured individuals.	<input type="checkbox"/>	<input type="checkbox"/>
<b>Visually inspect crew and passengers to ensure:</b>		
1. PFD's are properly worn.	<input type="checkbox"/>	El
2. Crew brings their survival suits, if required.	cl	<input type="checkbox"/>
3. Hard hats are worn by launching crew; remainder have appropriate head covering	cl	cl
<b>Verify crewmembers bring equipment identified in their station bill as assigned.</b>		
1. Radio Officer/Deck Officer -- Radio, L/B VHF, SART.	cl	cl
2. GSU -- Blankets	<input type="checkbox"/>	<input type="checkbox"/>
3. Boat Engineer -- Tools	cl	cl
<b>Prior to launch, visually inspect the following:</b>		
1. Hull	cl	<input type="checkbox"/>
2. Davits	<input type="checkbox"/>	cl
3. Sea painter	<input type="checkbox"/>	cl
4. Tricing pendants	<input type="checkbox"/>	<input type="checkbox"/>
5. Releasing gear lever in closed position	<input type="checkbox"/> 	<input type="checkbox"/> 
6. Vessel list to determine if lifeboat can be launched	<input type="checkbox"/>	<input type="checkbox"/>
7. Davit tracks for damage or obstructions	<input type="checkbox"/>	cl
8. Obstructions below in way of boat	<input type="checkbox"/>	cl
9. Drain plug is in place.	<input type="checkbox"/>	<input type="checkbox"/>
10. Oars and Compass	<input type="checkbox"/>	<input type="checkbox"/>
<b>Prepare the lifeboat for launch</b>		
1. Remove cover and strongback from lifeboat, if fitted.	cl	cl
2. Install boat plug.	<input type="checkbox"/>	cl
3. Check releasing lever in the non-release position.	<input type="checkbox"/>	<input type="checkbox"/>
4. Lower man ropes.	<input type="checkbox"/>	cl
5. Lead sea painter forward and makes fast.	<input type="checkbox"/>	<input type="checkbox"/>
6. Ship rudder.	<input type="checkbox"/>	cl
8. Release gripes.	<input type="checkbox"/>	cl
<b>Lower boat to the embarkation deck</b>		
9. Raise winch brake handle to lower away to embarkation deck.	<input type="checkbox"/>	cl
10. Reduce rate of descent and put on brake before tricing pendants take all the weight of the boat.	cl	<input type="checkbox"/>
11. Pass the frapping lines and make them taut.	cl	<input type="checkbox"/>
12. Order crewmembers into boat and to be seated.	cl	cl
13. Order launch crew to release tricing pendants.	<input type="checkbox"/>	<input type="checkbox"/>
<b>Lower boat to the water</b>		
14. Release brake and allow lifeboat to lower to the water.	<input type="checkbox"/>	<input type="checkbox"/>
15. Order crewmember to release boat from falls by changing the release lever position.	cl	<input type="checkbox"/>
16. Order crewmembers to manually release the falls, according to sternway or headway, if survival craft does not have automatic releasing gear.	cl	<input type="checkbox"/>
17. Complete task in 10 minutes.	<input type="checkbox"/>	cl

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<b>Checklist 2. Prepare and safely launch a survival craft</b>	<i>Pass</i>	<i>Fail</i>
<b>A. Ready the boat for launch</b> <b>On command, the student will:</b>		
1. Remove the boat cover and strong backs (if fitted).	<input type="checkbox"/>	<input type="checkbox"/>
2. Insert the drain plug.	<input type="checkbox"/>	<input type="checkbox"/>
3. Ready the manropes.	<input type="checkbox"/>	<input type="checkbox"/>
4. Ship the tiller.	<input type="checkbox"/>	<input type="checkbox"/>
5. Check that the painter is secure to the thwart.	<input type="checkbox"/>	<input type="checkbox"/>
6. Remove gripes.	<input type="checkbox"/>	<input type="checkbox"/>
<b>B. Pass and secure the sea painter.</b> <b>On command, the student will:</b>		
1. Lead painter inside falls and outboard of all obstructions	<input type="checkbox"/>	<input type="checkbox"/>
2. Remove slack.	<input type="checkbox"/>	<input type="checkbox"/>
3. Secure to a bitt on the main deck well forward by a round turn and figure eights.	<input type="checkbox"/>	<input type="checkbox"/>
<b>C. Attend frapping lines and tricing pendants.</b> <b>On command, the student will:</b>		
1. Pass <b>frapping</b> lines around falls <b>after</b> the <b>tricing</b> pendants pull boat into side of the ship	<input type="checkbox"/>	<input type="checkbox"/>
2. Secure with figure eights to cleat on <b>davit</b> arm.	<input type="checkbox"/>	<input type="checkbox"/>
3. Slack as ordered during the boat 's decent.	<input type="checkbox"/>	<input type="checkbox"/>
4. When ordered, release <b>tricing</b> pendants		
<b>D. Operate winch and brake during lowering the boat.</b> <b>On command, the student will:</b>		
1. Lift brake release and lower boat, as directed by person in charge.	<input type="checkbox"/>	<input type="checkbox"/>



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<b>Checklist 3. Safely recover a survival craft</b>	<i>PASS</i>	<i>FAIL</i>
1. Recover the sea painter and secure to forward thwart.	<input type="checkbox"/>	<input type="checkbox"/>
2. Check that falls are not twisted and hooks are facing each other.	cl	<input type="checkbox"/>
3. Ease <b>frapping</b> lines out.	cl	<input type="checkbox"/>
4. Order crewmember to connect forward fall if vessel is making headway, or to connect aft fall if vessel is making sternway.	<input type="checkbox"/>	<input type="checkbox"/>
5. Order crewmember to connect remaining fall.	<input type="checkbox"/>	<input type="checkbox"/>
6. Secure releasing gear.	<input type="checkbox"/>	<input type="checkbox"/>
7. Order boat raised by electrical hoist to just above the embarkation deck so that <b>tricing</b> pendant can be made fast.	<input type="checkbox"/>	<input type="checkbox"/>
8. Lower boat to embarkation deck to disembark passengers and crew	<input type="checkbox"/>	<input type="checkbox"/>
9. Remove drain plug	<input type="checkbox"/>	<input type="checkbox"/>
10. Order boat raised by winch	<input type="checkbox"/>	<input type="checkbox"/>
11. Check limit switches		
12. Resume raising boat by winch until stopped by limit switches. Switch off power to the winch.		
13. Order the boat raised to the boat cradle, using hand cranks, for the last 12 inches. Don't allow winch brake to be used when hand cranks are in place or being used.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
14. Secure locking bars	<input type="checkbox"/>	cl
15. Pass the gripes. Tighten the gripe turnbuckles until boat is pulled in against keel stops.		
16. Lower boat until it rests on keel stops.	<input type="checkbox"/>	cl
17. Release sea painter from forward deck and stow in boat.	<input type="checkbox"/>	<input type="checkbox"/>
18. Replace strongback and boat cover, if fitted.	I <input type="checkbox"/>	<input type="checkbox"/>
19. Complete task in 15 minutes		

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<b>Checklist 5. Steer (command) a survival craft under oars</b>	<i>Pass</i>	<i>Fail</i>
<b>Give the command to fend off the bow.</b> <b>Give the command, "Stand by the oars."</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Crew picks up the oars at the loom so that the blade rests flat on the forward gunwales, push oars forward until the handle is over the respective thwart.	<input type="checkbox"/>	<input type="checkbox"/>
<b>Give the command, "Out oars."</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Crew lift the oars and places them in the oar locks		
<b>Give the command, "Stand by to give way."</b>	cl	<input type="checkbox"/>
1. Crew hold oars horizontally, blades perpendicular, with the wrists straight and arms extended full length; leans forward until knuckles almost touch the back of the person in front.		
<b>Give the command, "Give way."</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Crew dips three-quarters of the blade into the water, braces feet against the stretcher, leans back, and draws the handle up to the chest. 2. At the end of the first stroke, crew feathers the oars by rotating the wrist inward. 3. Lean forward and repeats steps 1 and 2.		
<b>STEER THE LIFEBOAT IN A STRAIGHT LINE BY COMPASS.</b>	cl	<input type="checkbox"/>
<b>TURN THE LIFEBOAT TO PORT IN THE SHORTEST DISTANCE.</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Turn rudder to port (put tiller to starboard) 2. Hold water Port 3. Give way starboard 4. Backwater port		
<b>TURN THE LIFEBOAT TO STARBOARD</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Turn rudder to starboard (put tiller to port) 2. Hold water starboard 3. Give way port 4. Backwater starboard		
<b>STOP THE LIFEBOAT</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Hold water all		
<b>STEER ASTERN</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Backwater all 2. Adjust steering as necessary to achieve $\pm 6^\circ$		

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<b>Checklist 6. Row a survival craft</b>	<i>PASS</i>	<i>FAIL</i>
<b>On the command, “Stand by the oars.”</b> 1	<input type="checkbox"/>	<input type="checkbox"/>
1. Picks up the oar at the loom so that the blade rests flat on the forward gunwales, push oars forward until the handle is over the respective thwart.		
<b>On the command, "Out oars."</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Lifts the oar and places it in the oar locks.		
<b>On the command, “Stand by to give way.”</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1. Holds oar horizontally, blades perpendicular, with the wrists straight and arms extended full length; leans forward until knuckles almost touch the back of the person in front.		
<b>On the command, “Give way.”</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Dips three-quarters of the blade into the water, braces feet against the stretcher, leans back, and draws the handle up to the chest.		
2. At the end of the first stroke, feathers the oar by rotating the wrist inward.		
3. Lean forward and repeats steps 1 and 2.		
<b>On the command, “OARS.”</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Complete the stroke, stop rowing, and bring the oar horizontal at right angles to the keel with the blades held flat.		
<b>On the command, “HOLD WATER. “</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Complete the stroke, stop rowing, dip the oar about half way into water and hold water to stop the way on the boat.		
<b>On the command, “BACK WATER.”</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. Row in astern motion.		
<b>On the Command, “WAY ENOUGH.”</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. When rowing ahead, complete the stroke, raise oars with crook of elbow to about 30 degrees swing blade forward, and place oars in the boat.		
<b>On the command, “BOAT THE OARS.”</b>	<input type="checkbox"/>	<input type="checkbox"/>
1. From “Oars”, place the oars in the boat with blades forward.		

### REFERENCES:

LIFEBOAT MANUAL

AMERICAN MERCHANT SEAMAN’S MANUAL